```
Vector3
    + x
   + y
+ z
    + w
   + Vector3()
   + Vector3()
   + Vector3()
   + Magnitude()
   + MagnitudeSqr()
   + Normalize()
   + operator-()
   + operator+()
   + operator*()
   + operator/()
   and 7 more...
   + Dot()
    + Distance()
   + Cross()
   + Max()
   + Min()
   + Lerp()
   + Scale()
   + Reflect()
    + Angle()
             +normals
      MeshLoader
+ numVertices
+ verticesVector
+ numNormals
+ normalsVector
+ caseId

    numIndices

+ indicesVector
+ numTexCoords
+ texCoordsVector
+ normalsList
+ texturesIdx
+ functionsArraySize
+ charSize
+ functionsArr
+ addSingleVertex()
+ addSingleNormal()
+ addSingleIndex()
+ addSingleTexCoord()
+ doNothing()
+ computeTriangulation()
+ init()
+ finalizeParsing()
+ parseMesh()
```